

## ABSTRACT

A game system, program and image generation method can generate a realistic image with reduced processing load. An image of a geometry-processed object OB is temporarily drawn in an intermediate buffer and then drawn in a frame buffer. A primitive surface PS, of which drawing position DP is specified based on the three-dimensional information of the object OB and on which the image of the intermediate buffer is mapped, is drawn in the frame buffer. When a plurality of primitive surfaces corresponding to a plurality of objects are to be drawn in the frame buffer, the hidden-surface removal is performed based on the depth value of each of the primitive surfaces. A shadow is represented by drawing a plurality of primitive surfaces, of which drawing positions are specified based on the three-dimensional information of one object, into the frame buffer. After the image of the intermediate buffer has been subjected to an image effect processing or synthesized with the other image in the past frame, it is drawn in the frame buffer. The image of the geometry-processed object is drawn in the intermediate buffer for each of the discrete frames.

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